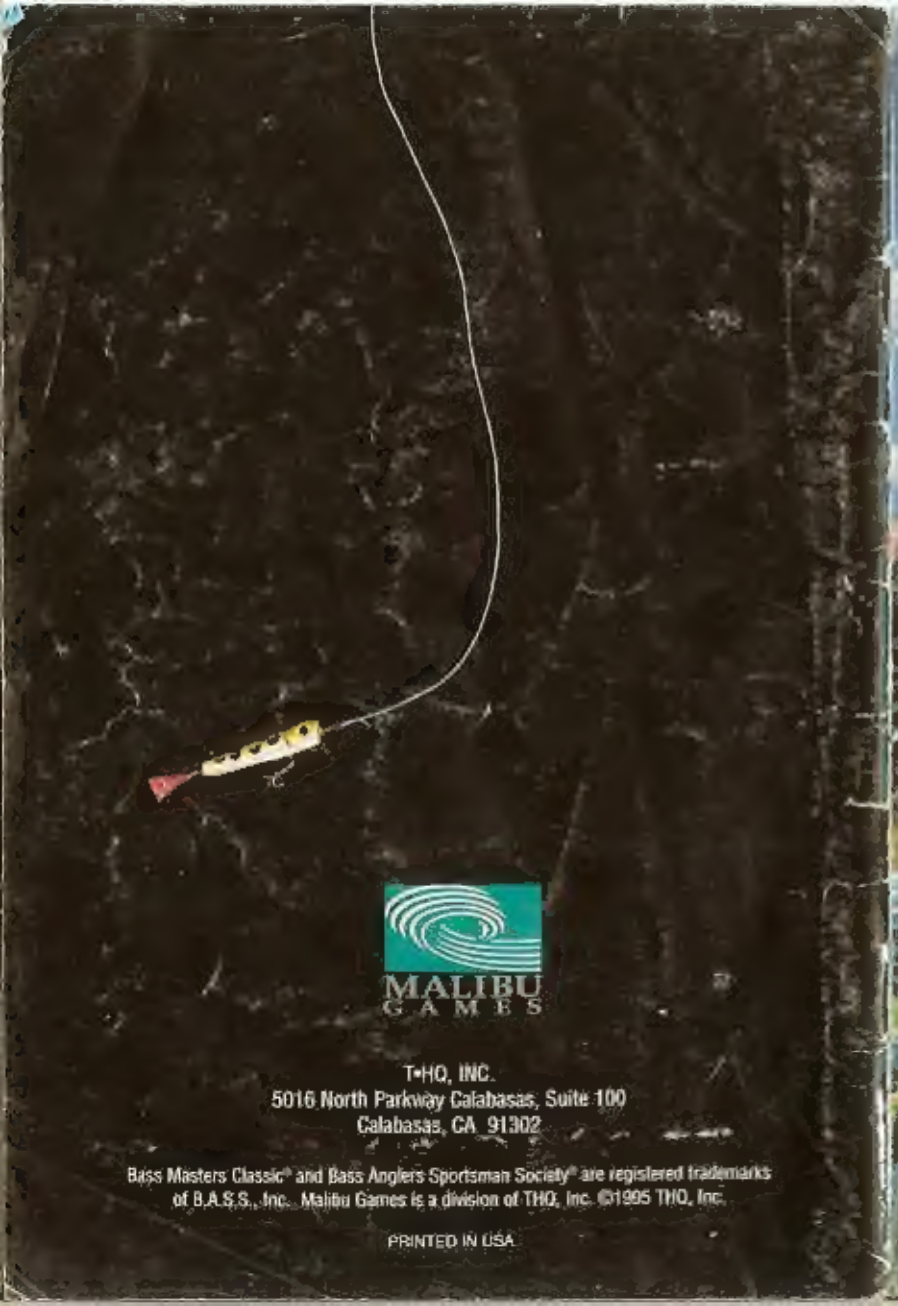

MALIBU
GAMES
T•HQ, INC.
5016 North Parkway Calabasas, Suite 100
Calabasas, CA 91302
Bass Masters Classic® and Bass Anglers Sportsman Society® are registered trademarks of B.A.S.S., Inc. Malibu Games is a division of THQ, Inc. ©1995 THQ, Inc.
PRINTED IN USA

BASS
MASTERS
Classic®
KIDS TO ADULTS
K-A
AGES 6+
INSTRUCTION MANUAL
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY
Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Dedicated to the memory of Bryan Kerchal, winner of the 1994 BASS Masters Classic®

Bass Anglers Sportsman Society®

MEMBERSHIP APPLICATION

Special Introductory Offer

Over half a million anglers enjoy the benefits of B.A.S.S. membership — FREE renewal gifts, free fishing information services, B.A.S.S. chapters, tournament participation, and much more — including the ultimate B.A.S.S.® benefit, a yearly subscription to BASSMASTER® Magazine. Packed with information on tackle, tips and techniques, every one of your 10 big issues of BASSMASTER has one purpose: to help you become a better bass angler.

And now, through this special introductory offer, B.A.S.S. Membership and all of its privileges can be yours for the low price of only $14.00. That's a savings of $6.00 off the regular $20.00 annual fee.

So join now and start receiving your benefits immediately at this great low price.

Ray Scott

SAVE 30%

Bass Anglers Sportsman Society®

❑ **YES!** I want to be a better bass fisherman. Please enroll me as a new member of the Bass Anglers Sportsman Society. I understand my membership benefits, including BASSMASTER® Magazine, will start immediately. If I am not completely satisfied, I'll return my membership packet and you will promptly refund my dues for the unused portion of my membership.

❑ ENROLL ME FOR A ONE YEAR FEE OF ONLY $14.00
(A $6 savings off the regular membership fee of $20)

❑ Payment enclosed ❑ Bill me
(Foreign memberships — $30.00) **CXM-CX1**

Name_____

Address_____

City_____ State_____ ZIP_____

Signature_____

Mail to Bass Anglers Sportsman Society®
P.O. Box 17116 • Montgomery, AL 36141-0116

CONTENTS

Welcome Anglers! 2

Getting Started 2

The Anglers 3

Around the Dock Area 6

The Bait Shop 7

Controls 25

Game Screen 27

Practice Pond 29

Go Fish! Tournament Rules 30

Sponsors 33

Fishing Notes 34

Limited Warranty 35

WELCOME ANGLERS!

Welcome to the BASS Masters Classic®. Name's Hank. Think of me as your unofficial host. I'll tell you what you need to know. This tour consists of five three-day tournaments at five lakes. First one's at Pebble Lake. You'll see my bait shop there and get to know your way around the dock area, but first you'll need to take care of a few things.

GETTING STARTED

Make sure the power to your Super Nintendo Entertainment System is turned OFF. Insert the BASS Masters Classic® game, then turn the power ON. You'll see the BASS Masters Classic® title screen.

After you've exited the title screen by pressing the START Button, you'll see the tournament rules. Press the START Button to continue reading the rules or press the B Button to exit.

After you've exited the tournament rules screen you'll see the **New Game** signpost highlighted. Press START to begin a new game. If you've saved a game, you may choose **Load Game** by pressing the Control Pad DOWN to highlight it, then press the START Button.

THE ANGLERS

It will help if we both know who you are. Choose a player identity by scrolling through the six anglers and their bios by pressing the Control Pad RIGHT. When you find yourself, press the START Button.

Here's what I think of them:

Clyde Casey

Former Olympic arm-wrestler. Sets the hook so hard he once uprooted a tree his bait snagged. Where does he fish? Anywhere he wants.

Charlie Chum

A believer in fish attractants — Charlie eats anchovies for breakfast and washes his hands in Fish Formula. Pulls in bass like a magnet.

Cory "Cowboy" Crispen

A champion calf-roper, he can cast farther than any other angler. Calls bass "doggies" and has a saddle mounted on the bow of his Ranger®.

Willie "the Kid" Emerson

Began reading BASSMASTER® Magazine in kindergarten. At 16 he's the youngest angler on the pro circuit and he has incredible endurance.

Zoe Shelby

The most attractive angler on the pro circuit — to bass, at least. Fish are so eager for her to "lip" them, they'll hit any lure she offers.

Hooker B. Sharp

Uses chemically sharpened hooks so sharp it's dangerous to look at them. If a bass comes near his bait, it's stuck for good.

AROUND THE DOCK AREA

Now you're in the Dock Area, the place where all the action starts.

You can go to:

- Bait Shop
- Practice Pond
- Tournament (Go Fish)
- Tourney Info screen
- Weigh-In screen
- New Game screen
- Password screen

Press the Control Pad RIGHT or LEFT to go to each of these spots and press the B Button to select into one of them. I recommend that you step into my shop — you'll get lots of important advice there.

THE BAIT SHOP

Come on in and get everything you need plus some stuff you don't. I'll tell you what's what and how much it will cost you. Listen to me. I'll take good care of you.

To get around my shop, press the Control Pad RIGHT or LEFT, then press the B Button when you want to look at something. You'll see the following option signs:

Lures

Purchase a wide range of lures perfect for all types of fishing situations.

Rods

I've got plain and I've got high-tech equipment, whatever your pleasure.

Fishing Lines

Mono, co and monster tri — all the kinds you need to get a big one out of the pond.

Engines

Evinrude® and Johnson® are the best in the business and I've got them for you.

Reels

These will spin them around and give that fish the ride of its life.

Fishfinders

These are some of the hi-tech pieces of equipment that can be purchased at my bait shop. They can save you a lot of time.

Talk

Sit down and talk a while with old Hank. Talk's cheap — it's free!

Fishing Options

Leave my shop and head back outside to the Dock Area.

To buy equipment, press Control Pad DOWN to purchase the Item, then press the B Button. You'll see the dollar amount of the item get subtracted from your prize purse and then you'll see your tackle box filling up.

To get more of my advice on something, press the Control Pad DOWN to get Help For The Item, then press the B Button.

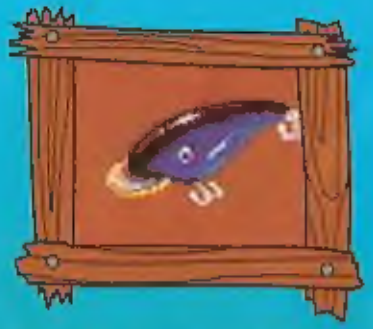
Always press the B Button after highlighting Bait Shop options to back out of looking at an item.

TALK...WITH HANK!

Go on, choose Talk if you want some advice from an old angler. I'll share my knowledge with you, no problem. On the house, even.

LURES

Before you head out on the Practice Pond or into the Tourney, pick up all the lures you might need and put them into your tackle box. After you buy them, you'll see your tackle box filling up!



Crankbaits — A Sawbuck ($5.00)

3-8 ft. range

8-15 ft. range

15-20 ft. range

20-40 ft. range

Tip:
These popular lures will dive when cranked and then float at rest. Some big bass have been snagged with crankbaits.

How To:
A crankbait is presented correctly by simultaneously pressing the A and/or B Button and pressing the Control Pad DOWN/LEFT or DOWN/RIGHT.

Grub — A Five Spot ($5.00)

Tip:
A deep-water lure, grubs can prove invaluable when going for those deep lurking lunkers.

How To:
A grub bait is presented correctly by simultaneously pressing the A and/or B Button and pressing the Control Pad UP/LEFT or UP/RIGHT. The grub will pulse vigorously.

Popper — A Fiverino ($5.00)

Tip:
For water from 0 - 10 feet. Aggravate the bass with this noisy topwater lure. A good way to fire up lethargic lunkers loafing around the lake bottom.

How To:
A popper is presented correctly by simultaneously pressing the A and/or B Button and the Control Pad in the UP direction. The popper will then bob up and down and make a popping noise.

Spinnerbait — A Simple Sawbuck ($5.00)

Tip:
For water 1 - 25 feet. Easy to use and an award-winning bait, spinners reflect light off their spinning blade and attract bass well. Effective in heavy cover in shallow water.

How To:
A spinner is presented correctly by simultaneously pressing the A and/or B Button and pressing the Control Pad LEFT or RIGHT. The spinnerbait will then spin its blade completely.

Worms — Five Buckaroos ($5.00)

The light worm works best in clear waters.

The dark worm is best used in dark murky waters.

The scented worm gives off an odor that some bass will like.

Tip:
Worms are a tried and true method of taking bass from deep water. Choose from light, dark and scented. When combined with a little worm oil, the results can be deadly...for lunkers! An all-around bait.

How To:
A worm bait is presented correctly by simultaneously pressing the A and/or B Button and pressing the Control Pad in the DOWN direction. The worm will squirm!

Jigs — Five Clams ($ 5.00)

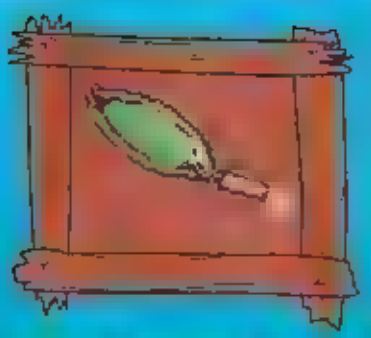
For water 5-25 feet. A heavy, lead-headed bait with a single hook, jigs can be fished effectively in a dense cover where big bass live without getting snagged.

How To:
Press the A and/or B Button and either UP or DOWN on the Control Pad simultaneously and the jig will bob up and down rapidly.

($ 5.00)

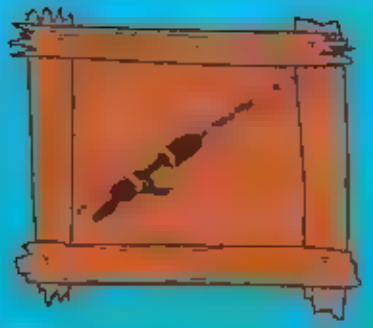
How

Press the A and/or B Button and the either RIGHT or LEFT on the Control Pad rapidly.



($5.00)

Fishing Line



Rods

Reels

How To:

Simultaneously for an automatic

Push Button Spincast Reel

Big Pieces of Cold, Hard Cash ($2

20 Rear Dr... ...ing R...

($50.00)

Ranking ($12...

Fishfinders

Your fishing stuff

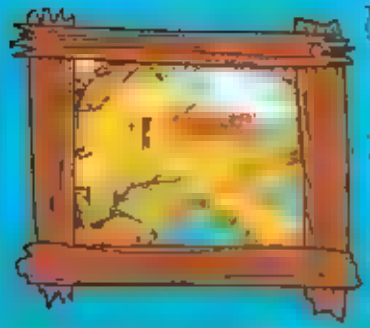
The fish will it

How To

21

Engines

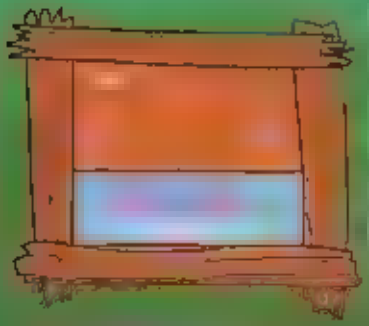
How To



Weigh In

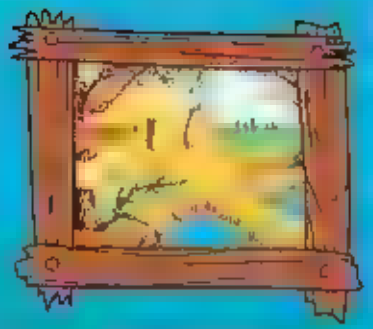
you stack up
anglers. Just
Pad DOWN to

New Game



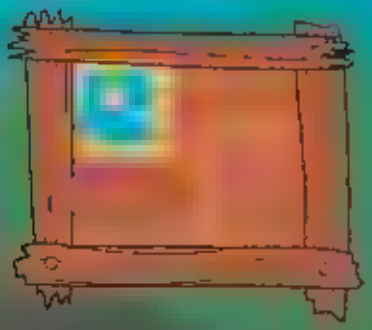
press the
B Button and
you can get a

the Tournament
later on when

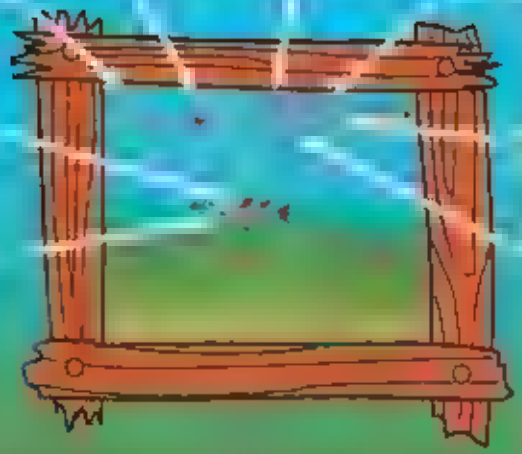


Over there you can see important things like: what

water conditions:



To cast, press the Y Button to aim, then press the Y Button again to cast. You



Fish's Strength

Gives you some idea of how much fight the bass has left in him. As he gets weaker, the circle's red color fades.

Angler's Strength

Gives you some idea of how much strength your angler has left. As your angler gets weaker, the circle's yellow color fades.

Fish

Pretty self-explanatory.

Lure

Shows you which one of your lures the bass has bitten.

Depth

The depth indicates how deep the lure is.

PRACTICE POND

In the Practice Pond, practice your technique so when you go to Tournament you'll be ready. There's no clock, so don't worry about the time you're spending practicing, just catch those lunkers!

GO FISH!

TOURNAMENT RULES

Now that you're ready for some real fishing, you'd better familiarize yourself with the rules so you know what to do.

1. Hours:

Tournament hours run from 7:00 am to 3:00 pm.

2. Days:

Each Tournament consists of three days at each lake.

3. Livewell:

Can hold up to five bass at any one time. If you catch a bass that is larger than your fifth bass, that fifth bass will be culled (thrown back). Fish that are not bass will not go into the Livewell or be counted toward your total weight. All of these fish will be released back into the water.

4. Rankings:

Your rank is determined by the total weight of the five largest bass you catch and successfully bring to the weigh-in area at the end of each day. Each day's total is added to the previous day's for your overall ranking. You must place high enough at the end of each Tournament to advance.

Qualifications are shown at the beginning of each tournament.

5. Size Limits:

Each bass must be 15 inches in length to be legal. If the bass is not 15 inches long, it will automatically be released.

6. Late Penalties:

If you arrive at the weigh-in after 3:00 pm, two ounces for each minute you are late will be subtracted from your total. If you arrive at the weigh-in after 3:20 pm you will be disqualified for that day.

BASS MASTERS CLASSIC® SPONSORS

Ranger® BOATS

Ranger® Trail®

EVINRUDE® OUTBOARDS

Johnson® OUTBOARDS

CHEVY TRUCKS

Delco Voyager

LOWRANCE EAGLE®

Rubbermaid®

MotorGuide

Wrangler® RUGGED WEAR

Parts Plus® AMERICA'S FAMILY OF AUTO PARTS STORES®

SYSTEMATCHED® PARTS & ACCESSORIES

MotorGuide® is a registered trademark of Zebco, a division of Brunswick Corporation. Chevrolet® and the Chevrolet® emblem are registered trademarks of the General Motors Corporation. Delco Voyager® is a registered trademark of General Motors Corporation. Lowrance® and Eagle™ are registered trademarks of Lowrance Electronics, Inc. Ranger® Boats and Ranger® Trail are registered trademarks of Wood Manufacturing, Inc. Evinrude® and Johnson® are registered trademarks of Outboard Marine Corporation. Wrangler® is a registered trademark of Wrangler, Inc. Parts Plus® is a registered trademark of Parts Industries Corporation.

FISHING NOTES

90-DAY LIMITED WARRANTY

MALIBU GAMES warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the GAME PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game pak to the retailer.

2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective game pak, and return your game pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the game pak develops a problem after the 90-day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective game pak freight prepaid to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the game pak or replace it with a new or repaired game pak. If replacement game paks are not available, the defective game pak will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MALIBU GAMES BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

MALIBU GAMES, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302
(818) 591-1310.